



**Richard Garriott** ✓  
@RichardGarriott



Note the game was called "Ultimatum" until California Pacific recommended we shorten it to Ultima for easier (TM) protection.

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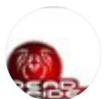
 **Spladam** 🍌 @SplAdamSage · 25 sept. 2017

En respuesta a @RichardGarriott

You see, debugging BASIC from Ultima I on a dot matrix printout wasn't hard enough, so he switched to assembly. [gallery.ultimacodex.com/richard-garrio...](http://gallery.ultimacodex.com/richard-garrio...)

4:16 p. m. · 25 sept. 2017 · Twitter Web Client

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En respuesta a @RichardGarriott

Ultimatum \*ponders\*

Shroud of the Avataratum

.... I will just let myself out 🤪



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🌸🌞 **idspispopd** 🌙🌶️ @Bhaal\_Spawn · 25 sept. 2017



En respuesta a @RichardGarriott

Im glad u settled on the name u did. 'Ultima' sounds like an esoteric quality or concept rather than a more ordinary thing ('an ultimatum').



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## Personas relevantes



**Richard Garriott** ✓  
@RichardGarriott

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Inventor, astronaut, explorer, videogame entrepreneur; Author of "Explore/Create"; President-elect of @ExplorersClub; Married to @LaetitiaGdC; Join me in #SotA!



**Spladam** 🍌  
@SplAdamSage

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